Applicant : Daniel Willis   Attorney's Docket No.: 16113-0687001 / GP-1090-04-US-CIP
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Amendments to the Claims:

This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims:

1.   (Currently amended) A digital television set system comprising:

       a receiver for receiving digital television signals from ~~at least~~ a communication channel; and

       a gaming console for use as a gaming client, the gaming console connected to the receiver and comprising:

           a volatile storage medium for having stored therein client instruction data relating to a gaming client and game instruction data relating to a current game in execution; and

~~an external storage medium reading circuit for sensing data from an external storage medium and for storing received data in the volatile storage medium; and~~

           a processor in communication with the a volatile storage medium, the processor operable to retrieve the game instruction data therefrom and to execute the game instruction data to execute a game on the gaming console, and operable to retrieve client instruction data therefrom and to execute the client instruction data to execute a gaming client function on the gaming console;

           wherein the volatile storage medium further comprises set-top client instruction data and set-top ~~application~~game instruction data, and wherein the processor is further operable to retrieve the set-top client instruction data and the set-top ~~application~~game instruction data from the volatile storage medium and operable to execute the set-top client instruction data and the set-top ~~application~~game instruction data to emulate a set-top box on the gaming console, including extracting video information from digital television signals and [[to]]displaying the extracted video information.

2.   (Currently amended) A digital television set system according to claim 1, wherein the gaming console comprises an external local storage medium, and wherein the set-top client instruction data and set-top ~~application~~game instruction data are loaded from the external local storage medium into the volatile storage medium.

3.   (Original) A digital television set system according to claim 2, wherein the external local storage medium is a compact disc.

4.   (Original) A digital television set system according to claim 2, wherein the external local storage medium is a removable read-only memory cartridge.

5.   (Currently amended) A digital television set system according to claim 1, wherein the gaming console comprises a transceiver for establishing a connection to a broadband access network and wherein the set-top client instruction data and the set-top ~~application~~game instruction data are retrieved from the broadband access network and loaded into the volatile storage medium.

6.   (Currently amended) A method for emulating a set-top box on a gaming console, the gaming console being part of digital television set system and coupled to a receiver for receiving digital television signals from ~~at least~~ a communication channel, the gaming console comprising ~~at least~~ a processor and ~~at least~~ a storage medium, and being in connection with a monitor and a sound system, the method comprising the steps of:

        receiving ~~first instruction data from an external storage medium read by the gaming console and including one of~~ set-top instruction data for emulating a set-top box ~~receiving and decoding digital broadcast data when executed on the gaming console and communication data for use in retrieving via the receiver the set-top instruction data for receiving and decoding digital broadcast data when executed~~ on the gaming console; and

        executing the set-top instruction data on the gaming console to emulate a set-top box on the gaming console, including;[[;]]

        receiving encoded digital broadcast data via the receiver;

decoding the received, encoded digital broadcast data; and

displaying the decoded digital broadcast data on the monitor and on the sound system.

7.   (Original) The method according to claim 6, wherein the set-top instruction data are received from the receiver in connection with the gaming console.

8.   (Original) The method according to claim 6, wherein the set-top instruction data are received from an external storage medium in connection with the gaming console.

9.   (Original) The method according to claim 6, further comprising the steps of:

receiving a conditional access module; and

verifying access authorization for encoded digital broadcast data with the conditional access module.

10.   (Original) The method according to claim 9, wherein access authorization is verified using authorization data provided from a smart card, the smart card in connection with the gaming console through an interface.

11.   (Original) The method according to claim 9, wherein the encoded digital broadcast data are scrambled, encoded digital broadcast data.

12.   (Original) The method according to claim 11, wherein the scrambled, encoded digital broadcast data is descrambled by the conditional access module before being decoded.

13.   (Original) The method according to claim 6, wherein the gaming console is in communication with a monitor, and wherein the gaming console is emulating a set-top box for receiving and displaying on the monitor services other than gaming services.

14.   (Original) The method according to claim 13, wherein the monitor is a monitor included in an analog transmission television set.

15.   (Original) The method according to claim 13, wherein the gaming console is in
communication with at least another network

16.   (Original) The method according to claim 15, wherein the at least another network is a
community antenna television network.

17.   (Original) The method according to claim 15, wherein the at least another network is a
telephone line network.

18.   (Original) The method according to claim 15, wherein the at least another network is a
wireless network.

19.   (Original) The method according to claim 13, wherein the services relate to digital
television broadcast.

20.   (Original) The method according to claim 13, wherein the services relate to
Transmission Control Protocol/Internet Protocol access.

21.   (Original) The method according to claim 13, wherein the services relate to interactive
television applications.

22.   (Currently amended) A method for emulating a set-top box comprising:

providing a gaming console, comprising a processor, a gaming controller, and a storage
medium, and supporting communication with one or more networks, a monitor and a sound
system, the storage medium having stored therein a gaming client;

initializing the gaming client to establish communication with a first network and to
receive instruction data from the first network, the instruction data being one of game instruction
data for running a game when executed on the gaming console and set-top instruction data for
emulating a set-top box ~~receiving and decoding digital broadcast data~~ when executed on the
gaming console; and

if the received instruction data is game instruction data:

    executing the game instruction data on the game console to run an associated

game; and

    if the received instruction data is set-top instruction data:

      executing the set-top instruction data on the gaming console to emulate a set-top

box on the gaming console, including:[[;]]

        receiving encoded digital broadcast data from a second network;

        decoding the received, encoded digital broadcast data; and

        displaying the decoded digital broadcast data on the monitor and on the sound

system.

23.   (Previously presented) The method of claim 22, further comprising:

    receiving a conditional access module from the first network; and

verifying access authorization for encoded digital broadcast data with the conditional access

module.

24.   (Previously presented) The method of claim 23, wherein verifying access authorization

comprises verifying access authorization using authorization data provided from a smart card,

the smart card in connection with the gaming console through an interface.

25.   (Previously presented) The method of claim 23, wherein the encoded digital broadcast

data are scrambled, encoded digital broadcast data.

26.   (Previously presented) The method of claim 25, wherein the scrambled, encoded digital

broadcast data is descrambled by the conditional access module before being decoded.

27.   (Previously presented) The method of claim 22, wherein the gaming console is in

communication with a monitor, and wherein the gaming console is emulating a set-top box for

receiving and displaying on the monitor services other than gaming services.

28.   (Previously presented) The method of claim 27, wherein the monitor is a monitor included in an analog transmission television set.

29.   (Previously presented) The method of claim 27, wherein the services relate to digital television broadcast.

30.   (Previously presented) The method of claim 27, wherein the services relate to Transmission Control Protocol/Internet Protocol access.

31.   (Previously presented) The method of claim 27, wherein the services relate to interactive television applications.

32.   (Cancelled)

33.   (Currently amended) A method for emulating a set-top box on a gaming console, the gaming console comprising a processor and a storage medium, and being in connection with one or more networks, a monitor and a sound system, the method comprising:

initiating a gaming client stored in the storage medium to receive instruction data from a first network, the instruction data being one of game instruction data for running a game when executed on the gaming console and set-top instruction data for ~~receiving and decoding digital broadcast data~~ emulating a set-top box when executed on the gaming console;

[[if]]when the ~~received instruction data is~~ game instruction data is received by the gaming console from the first network:

executing the game instruction data on the game console to run an associated game; and

[[if]]when the ~~received instruction data is~~ set-top instruction data is received by the gaming console from the first network:

executing the set-top instruction data on the gaming console to emulate a set-top box on the gaming console, including:[[;]]

receiving encoded digital broadcast data from a second network;

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decoding the received, encoded digital broadcast data; and

displaying the decoded digital broadcast data on the monitor and on the sound

system.

34.   (Cancelled)

35.   (Currently amended) A ~~device~~gaming console, comprising:

memory;

one or more processors;

a network interface;

a gaming client stored in the memory, the gaming client comprising instructions to:

initiate a connection with a network through the network interface;

receive through the network instruction data, the instruction data being one of

game instruction data for running a game when executed on the ~~device~~gaming console and

set-top instruction data for ~~receiving and decoding digital broadcast data~~emulating a set-top box

when executed on the ~~device~~gaming console;

if the received instruction data is game instruction data, load the game instruction

data for execution by the one or more processors; and

if the received instruction data is set-top instruction data, load the set-top

instruction data for execution by the one or more processors to emulate a set-top box on the

gaming console.

36.   (Currently amended) The ~~device~~gaming console of claim 35, wherein the game

instruction data, when executed by the one or more processors, causes the ~~device~~gaming console

to perform operations comprising running the game.

37.   (Currently amended) The ~~device~~gaming console of claim 35, wherein the set-top

instruction data, when executed by the one or more processors to emulate a set-top box, causes

the ~~device~~gaming console to perform operations comprising:

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receiving encoded digital broadcast data through the network;

decoding the received encoded digital broadcast data; and

displaying the decoded digital broadcast data on the monitor and on the sound system.

38.   (New) A method for emulating a set-top box comprising:

providing a gaming console, comprising a processor, a gaming controller, and a storage medium, and supporting communication with one or more networks, a monitor and a sound system, the storage medium having stored therein a gaming client;

initializing the gaming client to establish communication with a network and to receive instruction data from the network, the instruction data being one of game instruction data for running a game when executed on the gaming console and set-top instruction data for emulating a set-top box when executed on the gaming console; and

if the received instruction data is game instruction data:

executing the game instruction data on the game console to run an associated game; and

if the received instruction data is set-top instruction data:

executing the set-top instruction data on the gaming console to emulate a set-top box, including:

receiving encoded digital broadcast data from the network;

decoding the received, encoded digital broadcast data; and

displaying the decoded digital broadcast data on the monitor and on the sound system.

39.   (New) A method for emulating a set-top box on a gaming console, the gaming console comprising a processor and a storage medium, and being in connection with one or more networks, a monitor and a sound system, the method comprising:

initiating a gaming client stored in the storage medium to receive instruction data from a network, the instruction data being one of game instruction data for running a game when

executed on the gaming console and set-top instruction data for emulating a set-top box when executed on the gaming console;

when the game instruction data is received:

executing the game instruction data on the game console to run an associated game; and

when the set-top instruction data is received:

executing the set-top instruction data on the gaming console to emulate a set-top box, including:

receiving encoded digital broadcast data from the network;

decoding the received, encoded digital broadcast data; and

displaying the decoded digital broadcast data on the monitor and on the sound system.